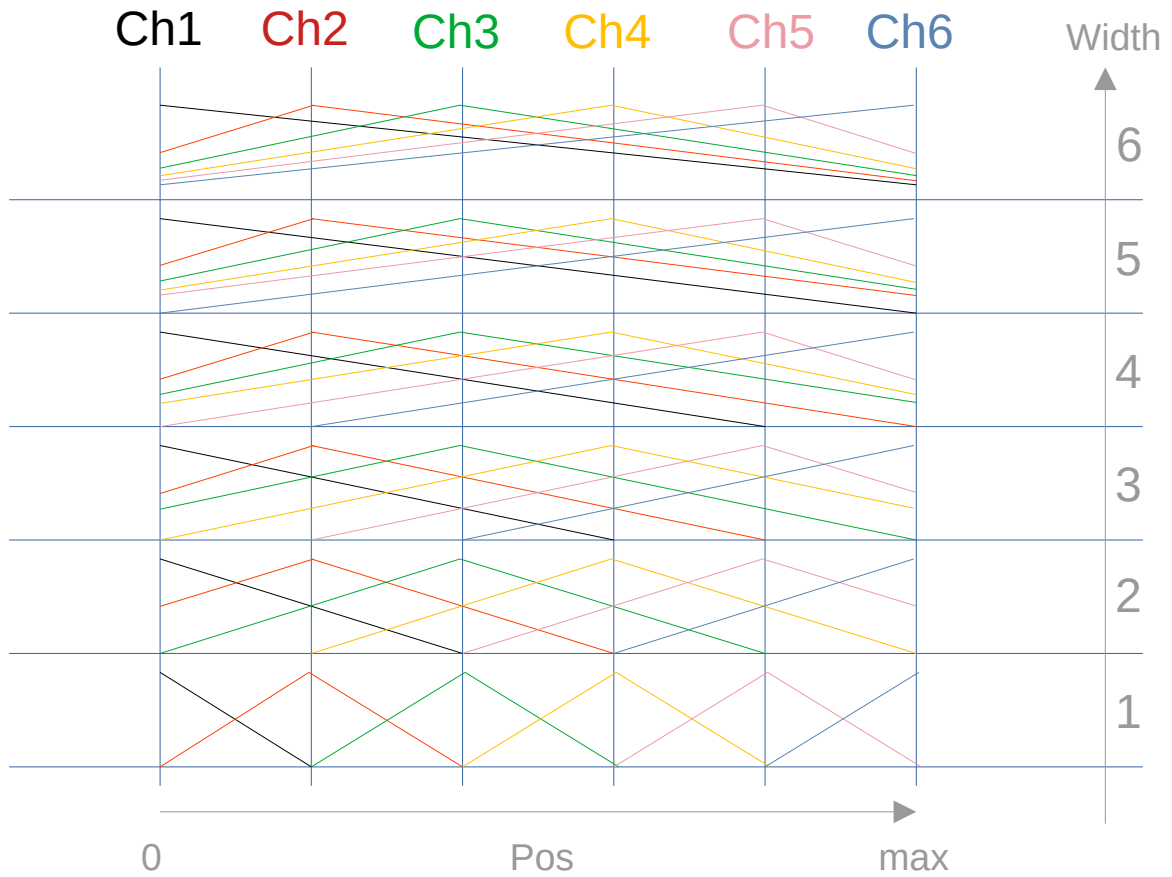


1. Morph without fade in/out (led steady)



2. Morph with fade in/out (led blink)

